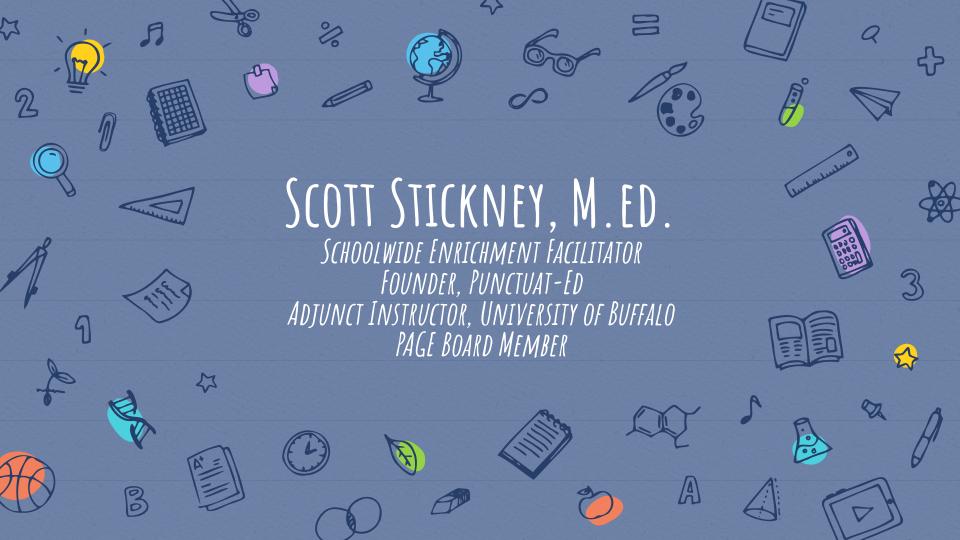


# HELLO

What drives you?
What are your passions?
Why do you pursue interests in certain areas?
How do you learn best?
What do you care most about?
What is your sine qua non?





# I WATIONAL PARKS

× Outdoor Activities - Hiking, Camping, Canoeing

DEC 23 POR BORD A A DE

- X Natural Wonders & Landscapes
- \* Travel to Different Parts of the Country
- Photographic Interests
- Place-Based Learning Aspects
- I have visited 16 National Parks to date.

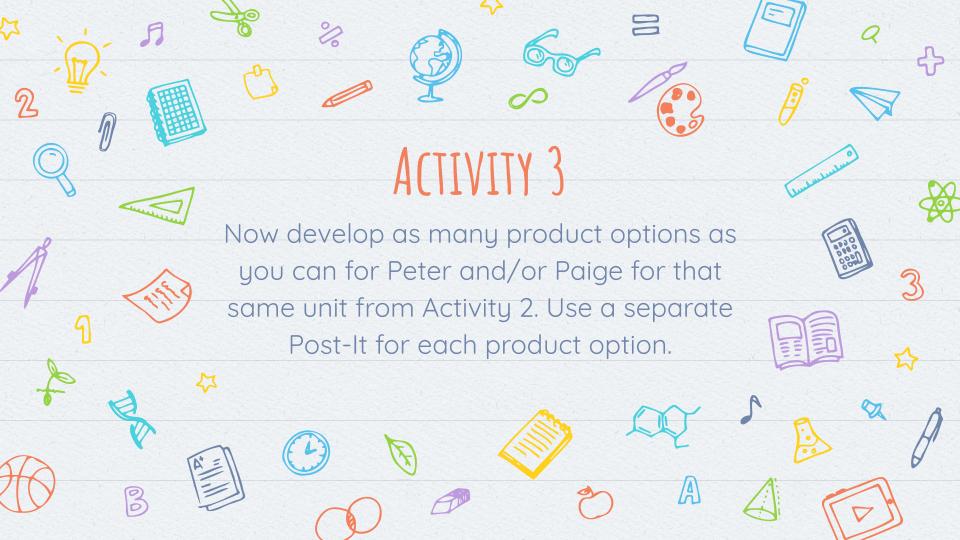


## MEET MY REAL STUDENTS

Roman*			Leo*		
	X	16-year-old sophomore	X	14-year-old freshman	
	X	Passionate about Outdoors	X	Passionate about Aviation	
		Fishing in particular		X Pilots License	
	X	Hands-on Learner	X	Passionate about Reading	
	×	Average to underachieving	X	IEP in Place for Math	
		grades in his classes	X	GIEP Goal in Place for ELA	
	X	Struggling Learner, OCD	X	2E Student	

## MEET OUR SAMPLE STUDENTS

Peter		Paige	
× 17-year-old j	unior	×	14-year-old freshman
<b>X</b> Passionate of		×	Passionate about Food
X Basebal	l in particular		X Desserts in particular
<b>x</b> Passionate d	about Music	X	Passionate about Fashion
<b>X</b> Guitar in	n particular		X Loves to shop
X Average to u	underachieving	X	More concerned about
grades in his	classes		fitting in than with grades

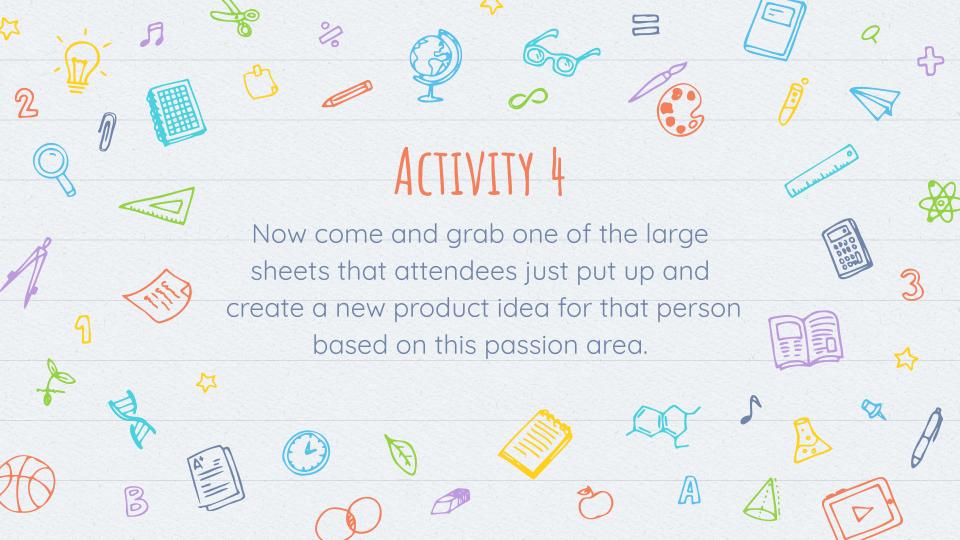




# LESSON 1: KNOW THY STUDENT

The 5 things secondary students want are:

CONTROL, CHOICES, CHALLENGE, COMPLEXITY and CARING.



"ONE ASSESSMENT OPTION FOR STUDENTS JUST DOESN'T CUT IT ANY LONGER. INTEREST-BASED AND STRENGTH-BASED PEDAGOGY IS HERE. BUILD YOUR CURRICULA AND ASSESSMENTS AROUND THIS. " - ME (JUST NOW)

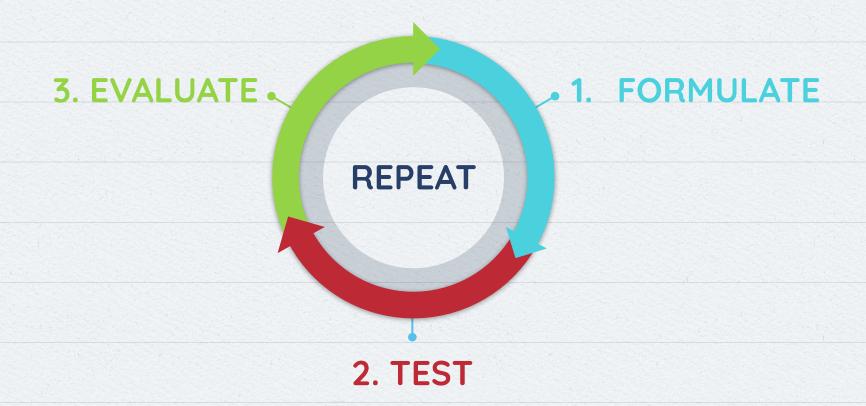


# LESSON 2: BRAINS NEED DOWN TIME

This is true for kids and adults. Let's take a quick brain break.



### THE ITERATIVE DESIGN PROCESS - PARED DOWN



### DEFINITIONS

#### **FORMULATE (Ideate)**

This is the idea generating phase that addresses a problem identified through research and empathetic understanding.

#### **TEST (Prototype)**

Build it, build it, build it.
This is where concepts, systems, designs are considered and tested.
Prototypes are easy and cheap to design allowing testing and refining quickly.

#### **EVALUATE** (Analyze)

Gather the feedback.
Find out what works
and what doesn't work.
Did your assumptions
meet the needs of the
user? Take your new
found knowledge and
repeat the design cycle.







# LESSON 3: FAILURE RESULTS IN LEARNING

IDEO U states that "there's something powerful about it (failure) when you lean into it with others. It helps build courage, confidence, and important risk-seeking behaviors."

## MEET MY REAL STUDENT

#### Chris\*

- × 15-year-old sophomore
- Passionate about Engineering & Design
  - X Industrial Design in particular
- Hands-on Learner, Maker-Mentality
- Non-traditional approach to studies
- GIEP, Math-Science Strengths

## MEET PETER'S & PAIGE'S YOUNGER BROTHER

#### Jason aka "Master of Iteration"

- 10-year-old, all-around gifted 5th grader
- Passionate about STEM Fields
  - X Math in all forms in particular
  - X Computer Science/Programming in particular
  - X Rocketry/Engineering in particular
- Overachieving student with grades at or above 100% in all subjects. Working anywhere from 3-5 grade levels ahead



